

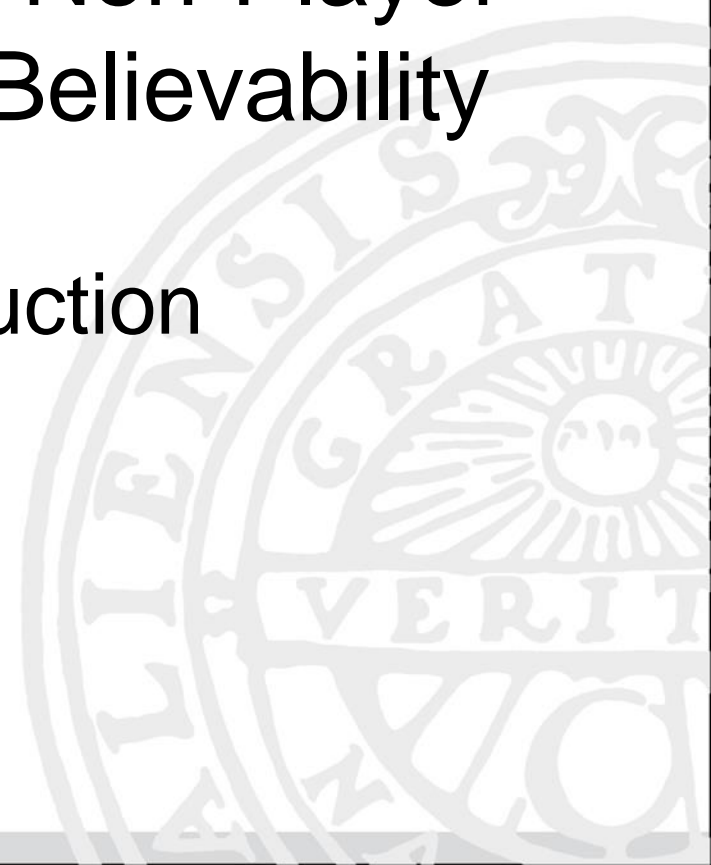


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The 2017 Workshop on Non-Player Characters and Social Believability

Welcome & Introduction

Henrik Warpefelt





Practicalities

- No Game of Thrones spoilers!
- Coffee and snacks
 - In the hotel lobby
 - Coffee break at 10:30-10:45
- Smoking
 - Outside
- Fire exits
 - At the front and rear of the aircraft, and at the wings



Schedule

Start	End	Title	Content/Speaker
09:00	09:15	Welcome & introduction	Henrik Warpefelt (Organizing committee)
09:15	09:45	Keynote	Mike Treanor. <i>Creating Meaningful NPCs</i>
09:45	11:30	Paper session	Hannah Morrisson, Chris Martens. <i>A Generative Model of Group Conversation</i> Jonathan Lessard, Etienne Brunelle-Leclerc, Timothy Gottschalk, Marc-Antoine Jetté-Léger, Odile Prouveur, Christopher Tan. <i>Striving for Author-Friendly Procedural Dialogue Generation</i>
11:30	11:50	Demo	Christoph Salge, Christian Guckelsberger. <i>A Prototype for Generating Generic Companion Behaviour with Coupled Empowerment Maximisation</i>
11:50	12:00	Closing statements	Josh McCoy (Organizing committee)

Organizing committee

- Attending FDG 2017
 - Henrik Warpefelt, Uppsala University
 - Joshua McCoy, UC Davis
- Not attending
 - Magnus Johansson, Uppsala University
 - James Ryan, UC Santa Cruz
 - Mirjam P Eladhari, Södertörn University
 - Harko Verhagen, Stockholm University

A brief history of the workshop

- Started as The Workshop on Social Believability in Games
- Name was in hindsight slightly confusing
 - New and improved for 2017!
- 6th edition
 1. ACE 2013 (5 papers)
 2. DiGRA 2013 (roundtable discussion)
 3. FDG 2014 (4 papers)
 4. AIIDE 2015 (6 papers)
 5. DiGRA/FDG 2016 (4 papers + 3 demos/posters)
 6. FDG 2017 (2 papers + 1 demo)

Topics of interest, as related to Non-Player Characters

- designs created to explore hypotheses
- realized prototypes, demos, and applications
- technological approaches: then, now, and the future
- behavior modeling and behavior design
- philosophical approaches to sociality and believable behavior
- trade-off between autonomous characters and control over storylines, and dialogue
- authoring social behavior
- social interactions involving groups
- connecting contextual modeling to animation and speech/sound
- provocative ideas



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Questions?

Thank you!

